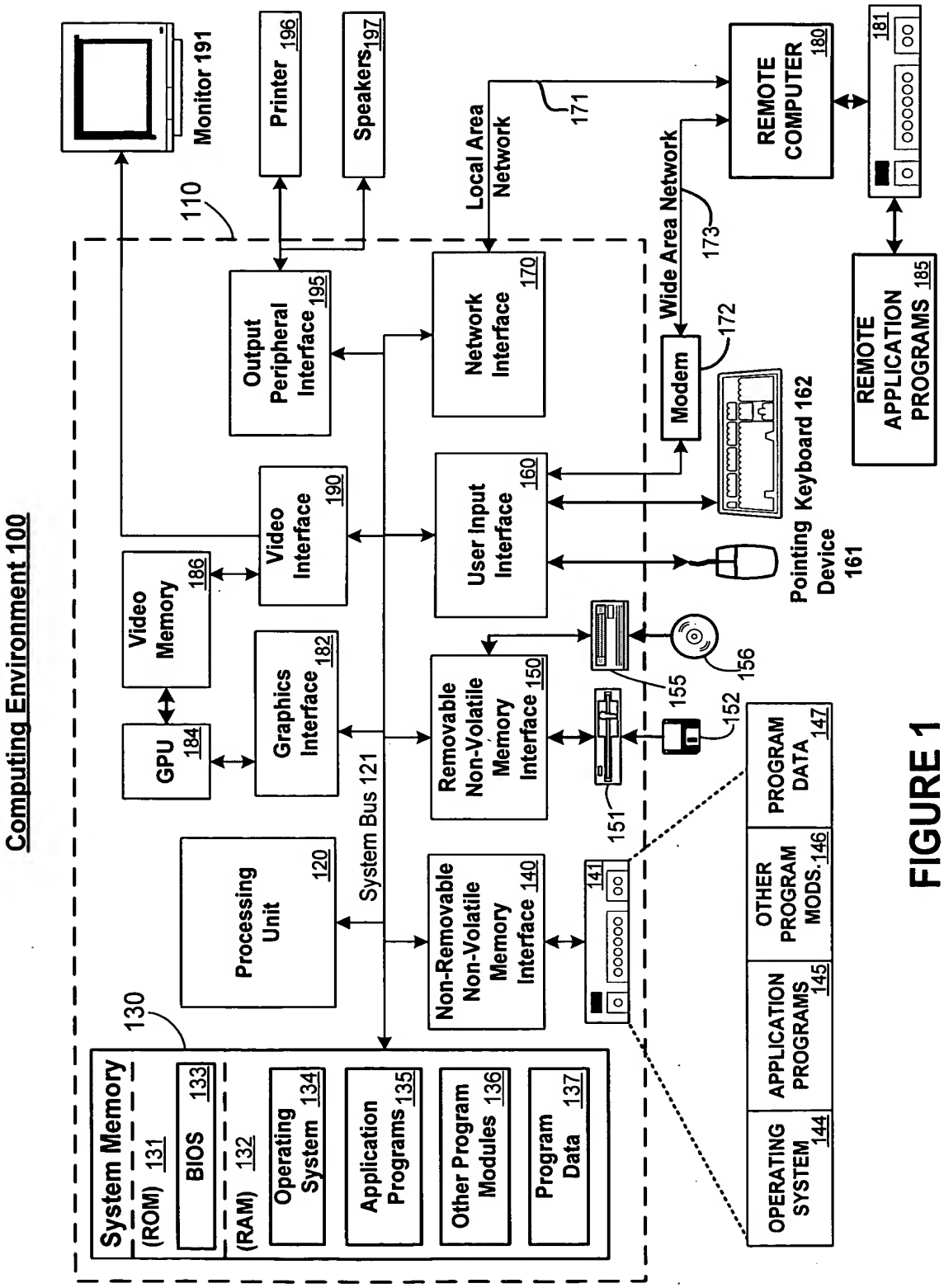
Computing Environment 100
Monitor 191
Printer 196
Speakers 197
110
Local Area Network
171
REMOTE COMPUTER 180
181
Wide Area Network
173
Output Peripheral Interface 195
Network Interface 170
Modem 172
REMOTE APPLICATION PROGRAMS 185
Video Interface 190
User Input Interface 160
Keyboard 162
Pointing Device 161
Video Memory 186
GPU 184
Graphics Interface 182
Removable Non-Volatile Memory Interface 150
155
156
152
151
System Bus 121
Processing Unit 120
Non-Removable Non-Volatile Memory Interface 140
141
130
System Memory
(ROM) 131
BIOS 133
(RAM) 132
Operating System 134
Application Programs 135
Other Program Modules 136
Program Data 137
OPERATING SYSTEM 144
APPLICATION PROGRAMS 145
OTHER PROGRAM MODS. 146
PROGRAM DATA 147

FIGURE 1

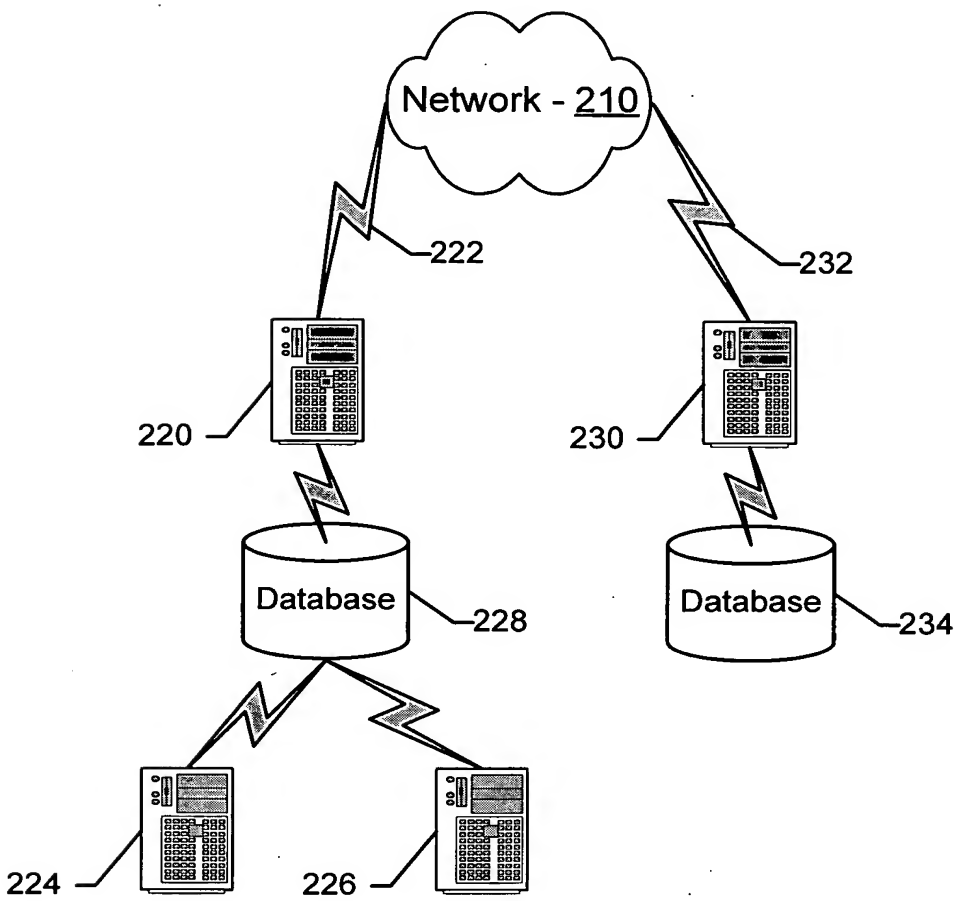
Network - 210
222
232
220
230
Database
228
Database
234
224
226

FIGURE 2

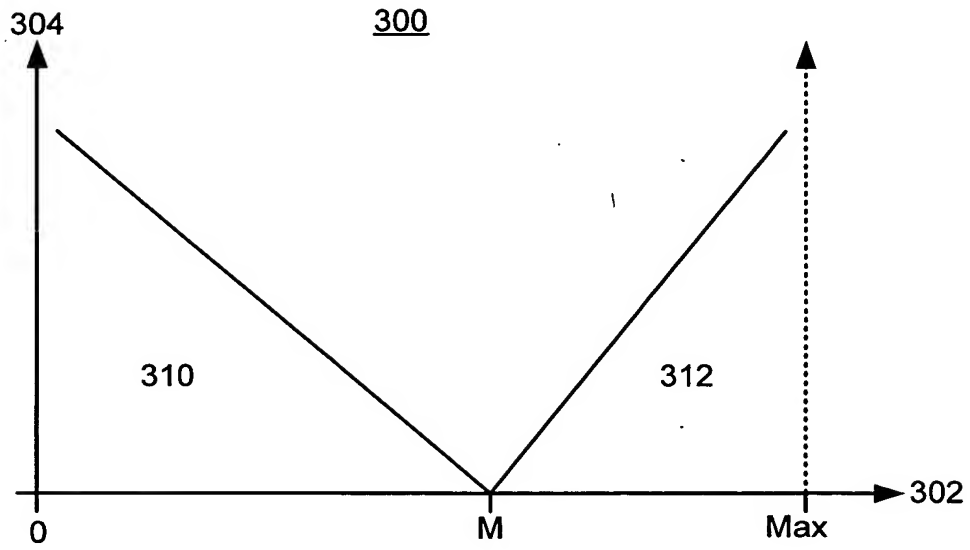

FIGURE 3

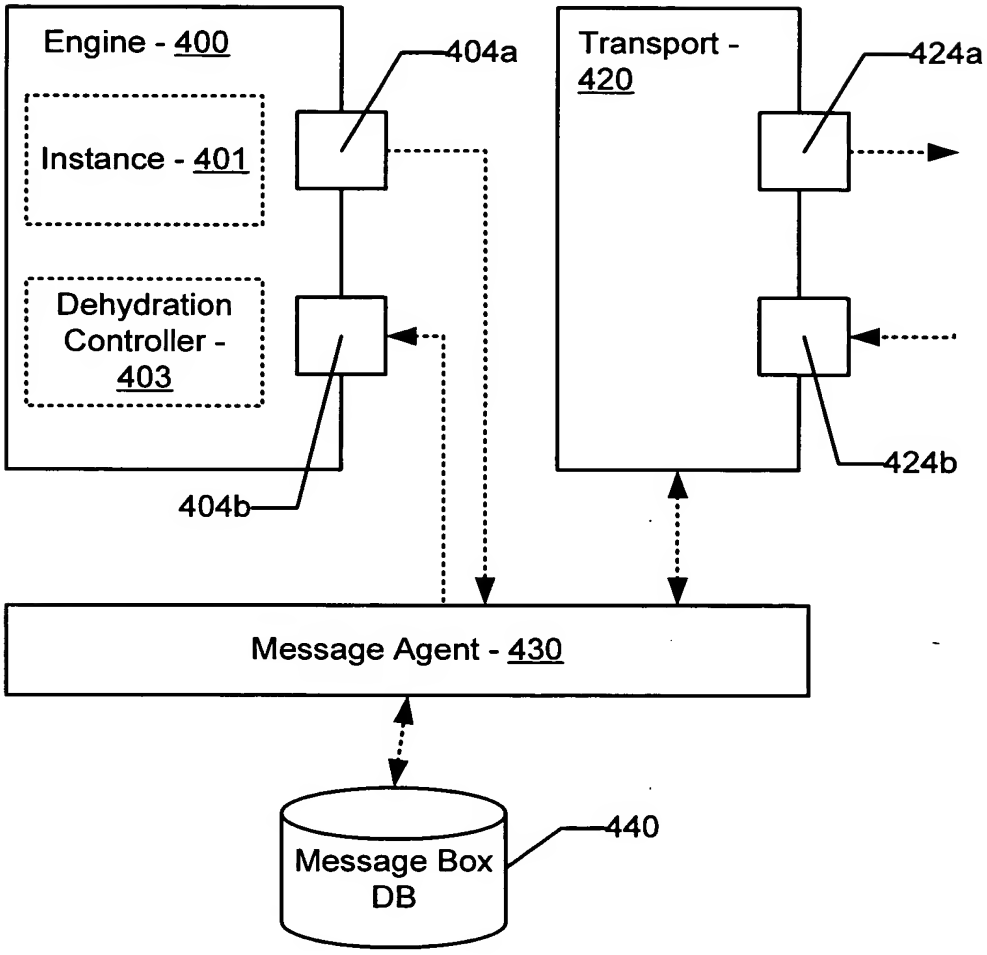
Engine - 400
404a
Transport - 420
424a
Instance - 401
Dehydration Controller - 403
404b
424b
Message Agent - 430
Message Box DB
440

FIGURE 4

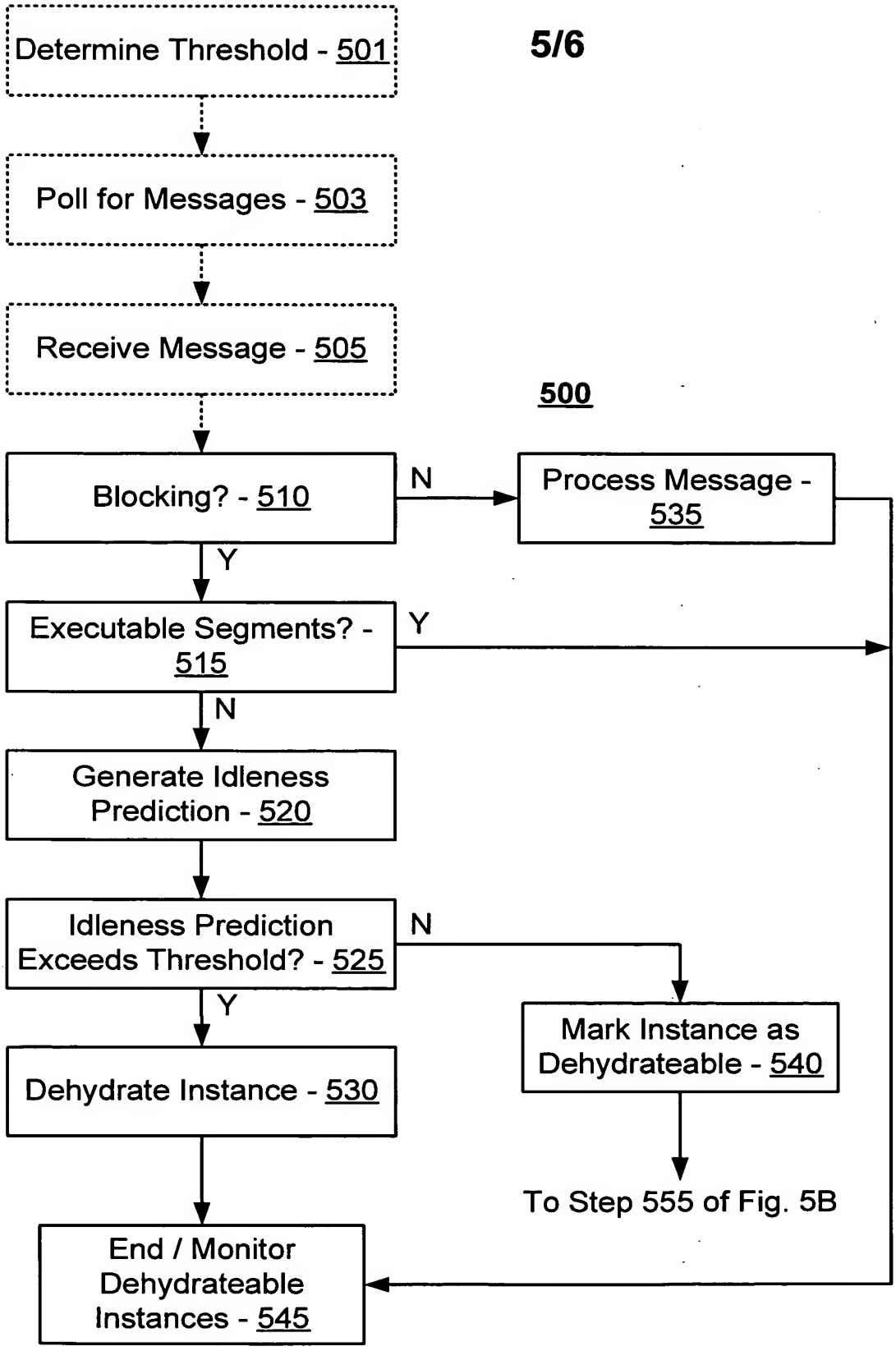
Determine Threshold - 501
Poll for Messages - 503
Receive Message - 505
500
Blocking? - 510
N
Process Message - 535
Y
Executable Segments? - 515
Y
N
Generate Idleness Prediction - 520
Idleness Prediction Exceeds Threshold? - 525
N
Y
Mark Instance as Dehydrateable - 540
Dehydrate Instance - 530
To Step 555 of Fig. 5B
End / Monitor Dehydrateable Instances - 545

FIGURE 5A

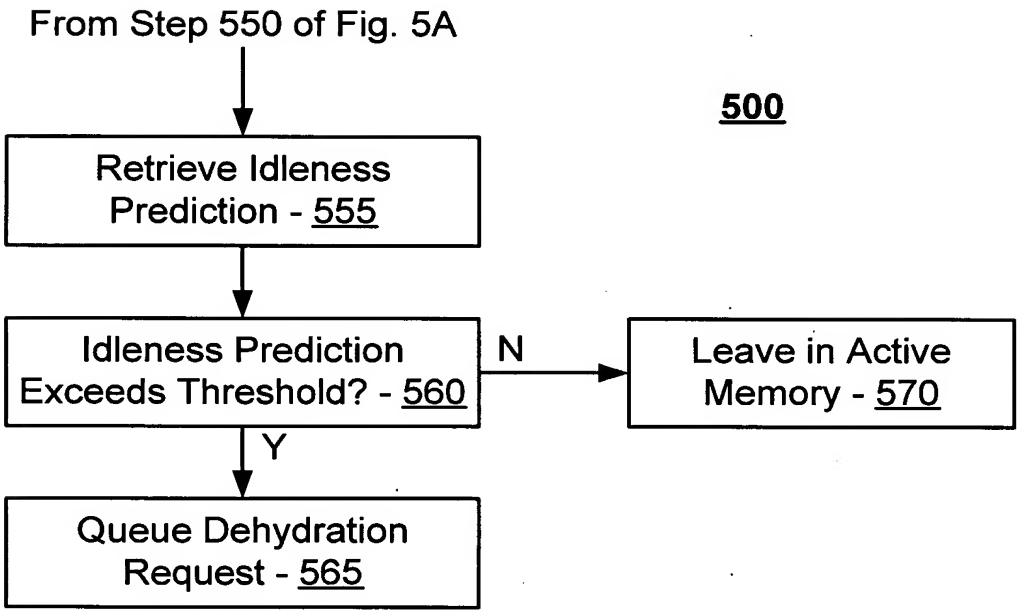
From Step 550 of Fig. 5A
500
Retrieve Idleness Prediction - 555
Idleness Prediction Exceeds Threshold? - 560
N
Leave in Active Memory - 570
Y
Queue Dehydration Request - 565

FIGURE 5B